EVENT LIGHTING

SPOT MOVING HEAD

M1S100TRGBW

USER MANUAL

For safety, please read this user manual carefully before initial use.

Event Lighting reserves the right to revise the manual at any time. Information and specifications within this manual are subject to change without notice. Event Lighting assumes no liability or responsibility for any errors or omissions. Please consult Event Lighting for any clarification or information regarding this item.

www.event-lighting.com.au

V1.1

Safety Instructions

WARNING

• Do not open this device, there is no user-serviceable parts inside. Risk of electric shock.

• Do not look at the light source when the device is on.

• **CAUTION**: This unit's housing may be hot during and after operation.

• Install this device in a location with adequate ventilation, at least 20 inch (50 cm) from adjacent surfaces.

• Do not leave any flammable material within 50 cm of this unit while operating or connected to power.

• Use a safety chain when mounting this device overhead.

• Do not operate this device outdoors or in any location where dust, excessive heat, water, or humidity may affect it.

• Do not operate this device if the housing, lenses, or cables appear damaged.

• Do not connect this device to a dimmer or rheostat.

• ONLY connect this device to a grounded and protected circuit.

• ONLY use the hanging bracket to carry this device.

• In case of a serious operating problem, stop using immediately.

• The maximum ambient temperature is 104° F (40° C). Do not operate this device at higher temperatures.

Power Input & Power Linking

This device has an auto-switching power supply work with input voltage range of 100~240 VAC, 50/60 Hz.

Link up to the maximum 8A. DO NOT exceed this.

Fuse Replacement

If the fine-wire fuse of the device fuses, only replace the fuse by a fuse of same type and rating.

Before replacing the fuse, unplug mains lead.

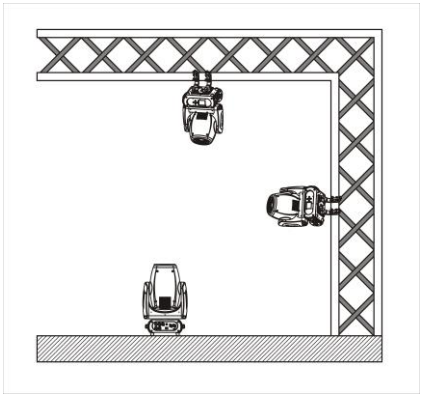
Procedure:

Step 1: Unscrew the fuse holder on the rear panel with a fitting screwdriver from the housing (anticlockwise).

Step 2: Remove the old fuse from the fuse holder.

Step 3: Install the new fuse in the fuse holder.

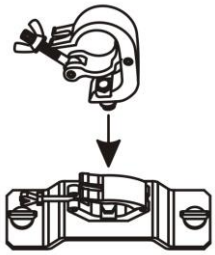
Step 4: Replace the fuse holder in the housing and fix it.

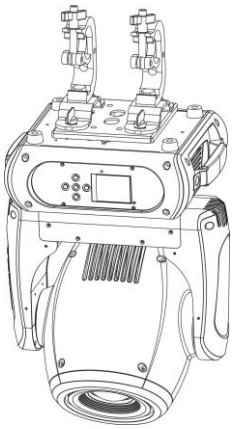


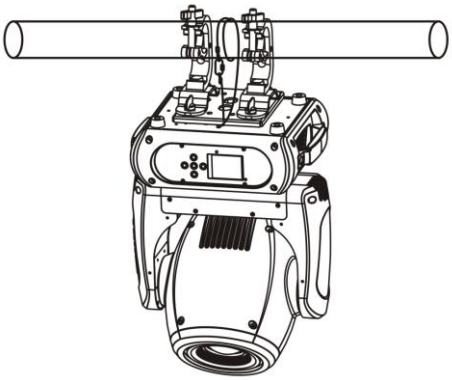
Product Installation

This device can be mounted in many orientations provided each individual device is secured by the use of correct mounting bracket.

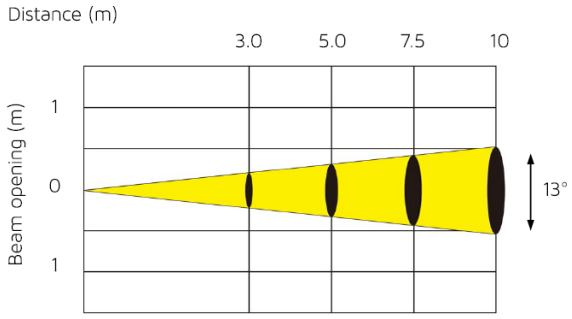
Use a safety chain when mounting this device overhead.



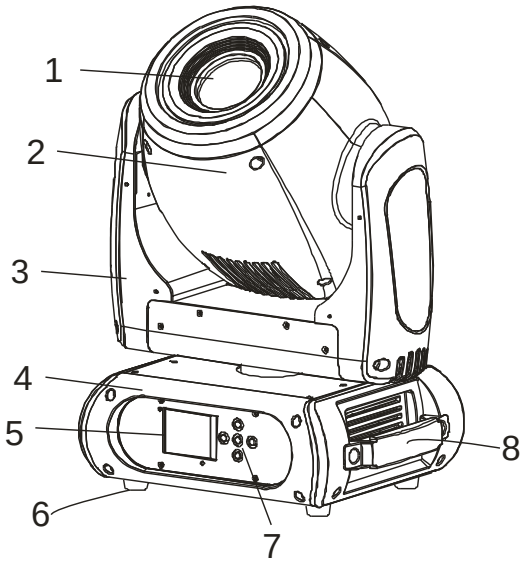




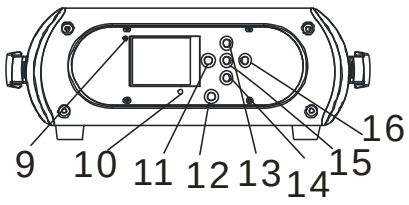
Product appearance, LUX chart, Dimensions

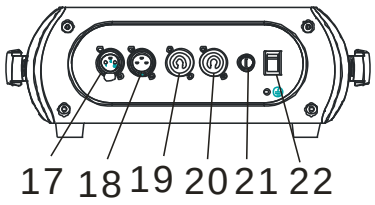


Diameter (m)		Ø0.59	Ø1.14	Ø1.7	Ø2.25
LUX Intensity	R	1139	299	178	130
	G	3293	838	420	255
	B	470	118	107	83
	W	3446	875	441	275
	Full	7780	1971	941	568

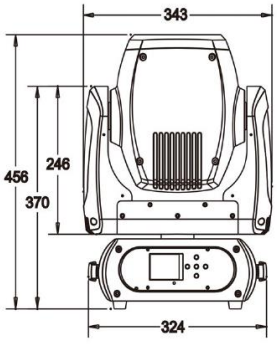


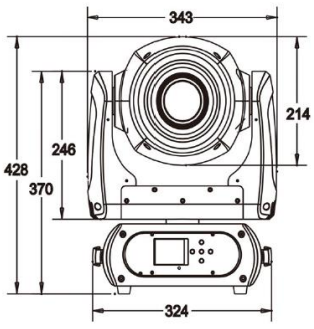
1. Project lens
2. Head
3. Arm
4. Base
5. Display
6. Foot stand
7. Operation button
8. Handle

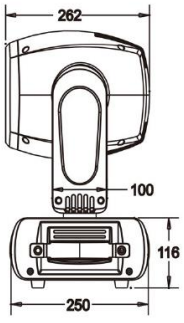




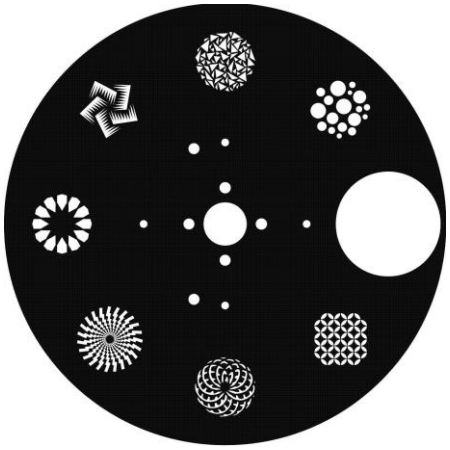
9. Wireless indicator
10. Mic
11. Left button
12. Battery indicator
13. Up button
14. Down button
15. Enter button
16. Right button
17. 3-pin DMX in
18. 3-pin DMX out
19. Powercon in
20. Powercon out
21. Fuse
22. Power switch







Gobo wheel

Static gobo wheel	Rotating gobo wheel (slot-in-out gobos)
	

Menu operation

Description of icons in the menu

CONNECT	LIGHT	INFOMATION	SET	PROGRAM

Menu

Default setting shadowed. Mark with ①can be basic reloaded, ② be program reloaded, ③can be private reloaded.

CONNECT	DMX Address①	XXX		DMX address setting
	Wireless①			Wireless Enabled
LIGHT	Max Temperature①	80~139℃, 80℃ (176~282℉, 176℉)		Lamp will switch off when temperature continuously over max temperature for 5 minutes
	Lamp Adjust①			Adjust value of each channels
INFORMATION	Time Info.	Current XXXX(Hours) Fixture Life XXXX(Hours)		Fixture boot time Fixture total run time
	Temperature	Near Lamp Temp (depends on fixture)		Temperature Sensors
	Fans Speed	Near Lamp Fan (depends on fixture)		Fan speed Sensors
	Channel Value			Display value of channel
	Error Message			Error channels
	Fixture Model	M1S150W		Display brand and model
	Software Ver	1U01 V1.0.00		Version of each IC
SET	Reset	All Pan&Tilt Colors Gobos Others		Reset all Reset Pan&Tilt Reset Colors Reset Gobos Reset Others
	Movement	Pan Reverse① Tilt Reverse① Pan Degree① Encoders① Pan/Tilt Mode①	ON/OFF ON/OFF 630°/540° ON/OFF Stand/Smooth	Pan Reverse Tilt Reverse Choose Pan Degree Encoder wheel on/off Choose pan/tilt mode
	UI Set	Mic Sens. ③ No Signal① Temperature. C/F① Fans Mode① Hibernation① Backlight① Flip Display① Display Bright③	0~99%,60% Close/Hold/Auto/Music Fahrenheit/Celsius Auto / High Speed OFF, 01M~99M , 15M 02~60m 02m ON/OFF 00~31 10	Sensitivity of Mic Mode when no signal Temperature at ℃/℉ Fans mode Sleeping mode Show backlight time Display 180°reverse Display Brightness

		Brand Show① Key Lock① Language①	ON/OFF ON/OFF En/简/繁/Fr/Sp	Show brand or not Key lock on/off Language Select
	Users	User Mode①	Standard Extended Basic-8bit Basic-16bit User	Standard mode Extended mode Basic mode-8bit Basic mode-16bit User program mode
		Edit User③	Max Channel = XX PAN = CH01 :	Edit users mode
	Calibration③	-Password- Color :	=XXX =XXX :	Password: 050 Calibrate channel value
	Fixture ID③	Name -Password- PID Code		Name Password: 050 Set PID of RDM
	Wireless Set①	DMX On Cable Reset Connect	ON/OFF ON/OFF	DMX Send Out Reset Connect
	Reload Default	Basic Reload(①) Program Reload(②) ---Password--- Private Reload(③) All Reload	ON/OFF ON/OFF XXX ON/OFF ON/OFF	Basic Reload Program Reload Password: 050 Private Reload All Reload
PROGRAM	Play①	DMX Receive Slave Receive Sequence Music	 Slave Receive 1,2,3 Master / Alone Master / Alone	DMX Receive Choose slave position Run Sequence Music mode
	Select Chase②	Chase Part 1 Chase Part 2 Chase Part 3	Chase 1 ~ 8 Chase 1 Chase 1 ~ 8 Chase 2 Chase 1 ~ 8 Chase 3	Select and run auto program
	Edit Chase②	Chase 1 : : Chase 8	Chase Test Step 01 : Step 64	 =SCxxx : =SCxxx	Test Beginning scene : Ending scene
	Edit Scenes②	Edit Scene 001 ~ Edit Scene 250	Pan,Tilt,…… Fade Time-- Secne Time-- DMX Input	=xxx =xxx =xxx	Input manual scene Modify manually fading time Modify manually scene time Input scene from exterior controller
	Scenes Record	ScXX=>ScXX			Auto Input scenes

DMX Chart

Channel				name	function	Min DMX	Max DMX
St	Ex	Ba1	Ba2				
1	1	1	1	Pan	Pan Coarse	0	255
	2		2	Pan fine	Pan Fine	0	255
2	3	2	3	Tilt	Tilt Coarse	0	255
	4		4	Tilt fine	Tilt Fine	0	255
3	5	3	5	Movement Speed	fastest to Slowest	0	255
	6			Movement Function	Normal	0	15
					Movement With Blackout	16	31
					TBD	32	255
4	7			Shutter Function	Normal Shutter Functions	0	15
					Pulse-effect Forward	16	31
					Pulse-effect Reverse	32	47
					Random Strobe	48	63
					TBD	64	255
5	8			Shutter	Normal Shutter Functions		
					Close	0	31
					Strobe Rate (slow to fast)	32	223
					Open	224	255
					Pulse-effect Forward		
					Close	0	31
					Strobe Rate (slow to fast)	32	223
					Open	224	255
					Pulse-effect Reverse		
					Close	0	31
					Strobe Rate (slow to fast)	32	223
					Open	224	255
					Random Strobe		
					Close	0	31
					Strobe Rate (slow to fast)	32	223
					Open	224	255
		4	6	Shutter	Shutter closed	0	31
					No function (shutter open)	32	63
					Strobe effect slow to fast	64	95
					No function (shutter open)	96	127
					Pulse-effect in sequences	128	159
					No function (shutter open)	160	191
					Random strobe effect slow to fast	192	223
					No function (shutter open)	224	255
6	9	5	7	Dimmer	Dimmer(Close to Open)	0	255

7	10			Virtual Color Function	No Function	0	15
					CTC Function	16	31
					Forward Spin	32	47
					Reverse Spin	48	63
					Continuous	64	79
					Color Bounce	80	111
					Indexed	112	127
					TBD	128	255
8	11			Virtual Color1	CTC Function		
					Colour Temperature Correction 2000K->2700K	0	223
					White 3200K	224	231
					White 4200K	232	239
					White 5600K	240	247
					White 8000K	248	255
					Forward Spin Rainbow Effect (Slow->Fast)	0	255
					Reverse Spin Rainbow Effect (Slow->Fast)	0	255
					Continuous & Color Bounce		
					Black	0	0
					Red	1	1
					Green	2	2
					Blue	3	3
					White	4	4
					Red=0, Green->up, Blue=full, White=0	5	46
					Red=0, Green=full, Blue->down, White=0	47	88
					Red->up, Green=full, Blue=0,White=0	89	130
					Red=full, Green->down, Blue=0,White=0	131	172
					Red=full, Green=0,Blue->up, White=0	173	214
					Red->down, Green=0,Blue=full, White=0	215	255
					Indexed Color		
					Color 1 (Open)	0	27
					Color 2 ~ Color 9	28	255
9	12			Virtual Color2	Color Bounce		
					Black	0	0
					Red	1	1
					Green	2	2
					Blue	3	3
					White	4	4
					Red=0, Green->up, Blue=full, White=0	5	46
					Red=0, Green=full, Blue->down, White=0	47	88
					Red->up, Green=full, Blue=0,White=0	89	130
					Red=full, Green->down, Blue=0,White=0	131	172
					Red=full, Green=0,Blue->up, White=0	173	214
					Red->down, Green=0,Blue=full, White=0	215	255
10	13	6	8	Red	Red 0->100%	0	255
	14			Red fine	Red fine control	0	255

11	15	7	9	Green	Green 0->100%	0	255
	16			Green fine	Green fine control	0	255
12	17	8	10	Blue	Blue 0->100%	0	255
	18			Blue fine	Blue fine control	0	255
13	19	9	11	White	White 0->100%	0	255
	20			White fine	White fine control	0	255
14	21			Rot Gobo Function	Indexed	0	15
					Indexed With Blackout	16	31
					Forward Spin	32	47
					Reverse Spin	48	63
					Continuous	64	79
					Shake	80	95
					TBD	96	255
15	22			Rot Gobo	Indexed & Indexed With Blackout & Shake		
					Position 1 (Open)	0	31
					Position 2 ~ Position 8	32	255
					Forward Wheel Spin Stop to fastest	0	255
					Reverse Wheel Spin Stop to fastest	0	255
					Continuous Positioning from 0-360 degrees	0	255
		10	12	Rot Gobo	Indexed		
					Position 1 (Open)	0	5
					Position 2 ~ Position 8	6	47
					Indexed With Blackout		
					Position 1 (Open)	48	53
					Position 2 ~ Position 8	54	97
					Indexed With Shake		
					Position 2	98	115
					Position 3 ~ Position 8	116	223
					Forward Wheel Spin Stop to fastest	224	239
					Reverse Wheel Spin Stop to fastest	240	255
16	23			Gobo Rot Function	Continuous	0	15
					Forward Spin	16	31
					Reverse Spin	32	47
					Forward Animate Rotate	48	63
					Forward Animate Rotate With Blackout	64	79
					Reverse Animate Rotate	80	95
					Reverse Animate Rotate With Blackout	96	111
					TBD	112	255
17	24			Gobo Rot	Continuous Positioning from 0-360 degrees	0	255
					Forward Spin stop to fastest	0	255
					Reverse Spin Stop to fastest	0	255
					Forward Animate Rotate & Forward Animate Rotate With Blackout Stop to fastest	0	255
					Reverse Animate Rotate & Reverse Animate Rotate With Blackout Stop to fastest	0	255

		11	13	Gobo Rot	Continuous Positioning from 0-360 degrees	0	191
					Forward Animate Rotate Stop to fastest	192	207
					Reverse Animate Rotate Stop to fastest	208	223
					Forward Spin Stop to fastest	224	239
					Reverse Spin Stop to fastest	240	255
18	25			Gobo Function	Indexed	0	15
					Indexed With BackOut	16	31
					Forward Spin	32	47
					Reverse Spin	48	63
					Continuous	64	79
					Shake	80	95
					TBD	96	255
19	26			Fixed Gobo	Indexed & Indexed With Blackout & Shake		
					Position 1 (Open)	0	31
					Position 2 ~ Position 8	32	255
					Forward Wheel Spin Stop to fastest	0	255
					Reverse Wheel Spin Stop to fastest	0	255
					Continuous Positioning from 0-360 degrees	0	255
		12	14	Fixed Gobo	Indexed		
					Position 1 (Open)	0	5
					Position 2 ~ Position 8	6	47
					Indexed With Blackout		
					Position 1 (Open)	48	53
					Position 2 ~ Position 8	54	97
					Indexed With Shake		
					Position 2	98	115
					Position 3 ~ Position 8	116	223
					Forward Wheel Spin stop to fastest	224	239
					Reverse Wheel Spin Stop to fastest	240	255
20	27	13	15	Prism	Indexed & Indexed With Blackout		
					Position 1 (Open)	0	63
					Position 2	64	127
					Position 3	128	191
					Position 4	192	255
21	28	14	16	Prism Rot	Forward Spin Stop to fastest	0	127
					Reverse Spin Stop to fastest	128	255
22	29			Focus Function	Continuous	0	15
					5m Auto Focus	16	31
					7.5m Auto Focus	32	47
					10m Auto Focus	48	63
					15m Auto Focus	64	95
					>20m Auto Focus	96	127
					TBD	128	255
23	30	15	17	Focus	Continuous Focus In to Focus Out	0	255
					Auto focus in to focus out fine	0	255

24	31			Iris Function	Indexed	0	15
					Pulse opening With Forward Blackout	16	31
					Pulse opening With Reverse Blackout	32	47
					Pulse closing With Forward Blackout	48	63
					Pulse closing With Reverse Blackout	64	95
					TBD	96	255
25	32			Iris	Indexed Max. diameter to Min. diameter	0	255
					Pulse opening & closing from slow to fast	0	255
		16	18	Iris	Indexed	0	191
					Pulse opening With Forward Blackout	192	207
					Pulse opening With Reverse Blackout	208	223
					Pulse closing With Forward Blackout	224	239
					Pulse closing With Reverse Blackout	240	255
26	33	17	18	Control	Normal	0	7
					Reset All	8	15
					Pan & Tilt Reset	16	23
					TBD	24	31
					Gobo Reset	32	39
					TBD	40	47
					Other Reset	48	55
					Display Off	56	63
					Display On	64	71
					TBD	72	79
					TBD	80	87
					Hibernation	88	95
					TBD	96	255

- The device is controlled by universal DMX 512 protocol, DMX address is the start channel used to receive instructions from the external controller. For independent control, each fixture must be assigned its unique address control channels. For example, this device has four channel modes: 26/33/17/18, if we set the mode at standard 18 channels mode, and there are several models need to be independently controlled, we just simply address first fixture at 1, and second fixture at 19, third one at 37, etc.

- If the devices have the same address, they will behave synchronically.

- Display is flashing when no DMX signal is received.

More functions

- RDM. RDM stands for “Remote Device Management”, with this function, users can realize remote control of the device, such as remotely changing DMX address, reverse pan/tilt setting, check a lot of useful information such as temperature, power consumption, fan speed. Etc. Every single device has a unique RDM code programmed at manufacture to distinguish from each other. It is not recommended for users to change this code.
- Software upgrade function via DMX cable. If there is any new firmware for this device, it can be upgraded simply via a software upgrade box, no need to change any mechanical parts. The upgrade box is not included in the package, if need any further assistance please just contact your authorized dealer.
- Hibernation. The device will enter sleeping mode if activated after a period of disconnecting DMX signal to save the power consumption, and will return immediately as soon as the DMX signal is sent again.
- Display back-up communication IC. There is a back-up communication IC installed in the display PCB, so users could replace at once if the original one is broken.
- Display flip. By press up and down button for more than 3 seconds, the display will flip automatically, this function is useful to read menu conveniently when device is hanged.

Technical Specifications

- Input Voltages: 100V~240V AC, 50/60Hz
- Power Consumption: 180W
- Light source: advanced 100W RGBW LED module
- Power Connection: Neutrik® Powercon input and output connection
- LED life: 60,000 hours
- Lux: 8,500 lumen, 7780 lux RGBW full on @ 2.5M
- Beam angle: 13°
- PWM: 1,200Hz
- Colors: full color
- Gobos: 1pc 7 + open fixed gobo wheel, 1pc 7 + open interchangeable rotating gobo wheel (inside Ø27mm, inside Ø22mm)
- Effect: 3 facets, 8 facets prism, frost, fast speed iris
- Dimmer: 0-100% dimmer
- Strobe: 0.5 - 26 Hz
- Focus: linearly focusing controlled by DMX
- Head movement: Pan: 630°(4.0 sec)or 540°(3.58 sec), Tile 265°(2.8 sec).16-bit resolution, auto repositioning
- Control: DMX512, 3-pin XLR interfaces, 26/33/17/18 channel mode
- Other function: wireless DMX is available
- 2.4 inch colour LCD display with back-up power.
- Thermostat Controlled, variable speed fan
- RDM and software upgrade via DMX.
- Net weight: 13Kg
- Overall Size: 343x262x455mm
- Rigging: 1pcs omega brackets with 1/4 – turn quick locks
- Road case available